AMENDMENTS TO THE CLAIMS:

This listing of Claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended) A method ~~and a system~~ for integrating and coordinating resources using the internet or intranets for synchronous and non synchronous communications ~~by displaying Content~~, said method comprising:

~~wherein said resources are any devices, applications, programs, ActiveX, or embedded objects that could receive directly or indirectly commands to perform actions related to a Content;~~

~~wherein said Content is any data or reference to data that could be used by a resource;~~

~~wherein said data could be static or produced live;~~

including at least a Content and providing at least one communication resource capable of receiving commands to perform an action related to the Content; and

abstracting said communication resource as Content for allowing the handling of the communication resource as any other data or reference to data that could be used by a communication resource.

wherein displaying is the process of building at
~~run time and sending for each party involved in the~~
~~communication a personalized Order that when executed,~~
~~Commands are sent directly or indirectly to the~~
~~resources available for the respective party that will~~
~~closest match a desired action;~~

~~wherein a Command execution could entail setting~~
~~properties, calling methods or functions, or~~
~~triggering events in a resource;~~

~~wherein instantiation of a resource with the~~
~~respective parameters or arguments is considered also~~
~~sending a Command;~~

~~wherein coordinating refers to the fact that more~~
~~than one of said resources could be involved in the~~
~~displaying of said Contents, and that said resources~~
~~are not necessarily the same in all the parties~~
~~involved in the communication and is expressed in the~~
~~complexity and uniqueness of each of said Orders;~~

Claim 2 (currently amended) A The method ~~and a~~
~~system based on claim 1 that allows~~ of Claim 1
additionally comprising employing elements in ~~the~~
User Interface, Contents, Sessions, Users and Groups,
and different kinds of relationships among ~~those~~ the
elements to configure and manage ~~the whole~~ a system.

Claim 3 (currently amended) The method of Claim
1 additionally comprising employing ~~and a system based~~
~~on claim 1, where~~ a Browser ~~becomes~~ for a bi-
directional communication résource independent from
~~the~~ a mechanism used to pull or push commands to said

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Browser; wherein commands are embedded in the HTML
responses for Browser's requests; wherein the Commands
are according to said Browser's capabilities ~~like~~
~~javascript and java enabled~~; wherein ~~several~~ options
are ~~can be~~ used to force said Browser's request
without a User's input, ~~some of~~ said options ~~are~~
comprise a use selected from a group of uses
consisting of: (a) the use of HTML-Tag like <META
HTTP-EQUIV="Refresh"> to pull said commands; (b) the
use of an Applet that maintains a connection to the
system all the time pushing commands ~~in the following~~
~~way:~~ such that when the Display Order is built for a
Session that indicates that there is an Applet
connection, it includes said command to said Browser,
and an additional command to said Applet to execute
showDocument() and force said Browser to request a
page and therefore read the command; and (c) the use
of an application that maintains a connection to the
system pushing commands to said Browser in the same
way as in said Applet but by executing a DDE pop-up
instead of a showDocument(); and wherein all commands
sent to the Browser ~~could be~~ are executed by ~~just~~ one
retrieval of an HTML-page from said Browser;

wherein said Commands to the Browser have a Name,
Body and Header and when said Commands are merged in
the HTML-response only one Body, and all the Headers
are added for all Commands with the same Name.

Claim 4 (currently amended) A method ~~and a system~~
to transform orders at run-time, said method
comprising: ~~where they could get a life of their own;~~

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providing orders having ~~wherein said Orders are~~
XML documents that are executed by an XML-Processor;

wherein said orders include ~~are made out of~~ nodes
having at least one item ~~called Item;~~ including an

~~wherein said Items have~~ integer, string and XPath
(reference to nodes) Variables, and they could be
global to the whole Order, local to the Item, and from
a Response document passing through the system;

~~wherein said Items have~~ a unique name attribute;

and ~~wherein said Items have~~ OnExecute,
OnResponse, and OnTimeout nodes that are executable;
said executable nodes include

wherein the execution of said executable Nodes
deals with the Update, CallItems, and
Evaluate/Otherwise Nodes; said

~~wherein~~ CallItems ~~carry~~ nodes include a list of
the names of the Items that are ~~should be~~ executed;
said

~~wherein~~ Evaluate/Otherwise nodes allow the
comparison between Variables (greater than, less than
or equal to), such that if true then the ~~Childs~~
children of the Evaluate are executed recursively, and
if false then the ~~Childs~~ children of the Otherwise
node are executed recursively; said

~~wherein~~ Update node carry information to perform
operations of Variables, mathematical (+,-,* ,/,=),
string (+,=) and node operations ~~like~~ including
replace, delete, add and copy;

wherein node operations ~~could~~ modify the Order
itself;

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wherein OnExecute is executed when the Order is
received if its parent Item is of type start, or if
its parent Item's name is in the CallItems list;

wherein at execution the Item is transformed with
the XSL indicated in the SendTransform and sent on the
channel indicated on SendTopic nodes;

wherein the XML-Processor waits for a response
only if there is a ResponseTimeout and a ResponseId
for the executed Item;

wherein an Item waiting for a response becomes a
Task; wherein OnResponse is executed when a document
passing through the system matches the ResponseId's
XPath list of the Task;

wherein OnTimeout is executed if there is not a
response after time indicated in ResponseTimeout is
elapsed.

Claim 5(currently amended) The method of Claim 4
additionally comprising handling A method and a system
based on claim 4, to handle Events using Content;

wherein said Events are any documents processed
by the XML-Processor; said handling

comprising the steps:(a) enrolling the
EventListeners by using the XML-Processor interface
and passing an XML-header, an XPath list, a reference
to an XSL-Content, and a reference id; and (b)
transforming said document together with said XML-
header with said XSL-Content into an Order, when all
said XPath in said list return valid when applied to
said document passing through the system; (e) ,said

Order including Commands to the required resources and Server side components to handle the Event;

wherein said method ~~and a system~~ allows to have in general any Application monitoring the system comprising the steps of: (a) creating all XSL-Contents needed to transform the Events to be monitored; (b) said application creating a channel to communicate and creating a thread to process the messages received in said channel; (c) the application enrolling the EventListeners with the respective XSL-Content reference, XML-Header, XPath list and reference id; (d) the application handling the commands received in said opened channel product of the Orders produced when said Events are detected;

wherein said method and systems allow in particular to have an OnEvent handler for HTML pages, which means that with a Browser that is JavaScript and frames enabled an HTML page could be updated according to Events without the need of reloading the whole page;

said method further comprising the steps of: (a) creating all XSL-Contents needed to transform the Events to be monitored; (b) every time said page is requested, enrolling all the required EventListeners with the respective XSL-Content reference, XML-header, XPath list and reference id; (c) said XSL-Content producing Orders with commands for the Browser that include JavaScript functions that when executed in the frame that receives said commands change said page loaded in another frame; (d) every time said page is unloaded, removing the EventListeners with the respective reference id.

Claim 6 (currently amended) A ~~The~~ method ~~and a~~
~~system~~ based on claim ~~1 and~~ 4 ~~for caching Content;~~

wherein with a Client Application the method
additionally comprises ~~following~~ the steps of:

(a) said Client Application connects to a server
integrated to the system and identifies the user it
belongs to;

(b) said Application using said connection to
check periodically in the list of Contents posted for
said User and in the list of Contents to be
synchronized in the Groups where said User belongs to
for Contents to be downloaded;

(c) said Client Application starting the
downloading of said Contents if not found or out of
synch in the local machine;

(d) mentioned XML-Builder producing a display
Order for said User that when said User's Client
Application is connected and the Content is cacheable
will indicate to the resource to retrieve the data
from said User's local Client Application and not a
remote server;

(e) wherein said Client Application being able of
retrieving the Content's data from the server at the
same time the data is sent to the resource;

(f) wherein the Client Application could enroll
EventListeners mentioned in Claim 5, so that it starts

caching Contents at the moment they are posted and
ready for when they are requested.

Claim 7 (currently amended) A method ~~and system~~
based on claim 1 and 4 to automate handling of
Sessions connected to the system according to the
display of Contents in specific rolls in the different
relationships to Groups, Sessions, Users and other
Contents;

wherein Events could trigger the displaying of
Content in said rolls;

wherein by using Conditional-Content in said
rolls it is possible to personalize and add
intelligence to the interaction between the system and
the session;

wherein said Conditional-Content carry
information regarding an SQL statement, the database
to apply said statement and an XSL-Content reference
to transform the SQL result;

wherein said SQL result, an XML document, is
transformed with said XSL producing a document that
contains a list of Contents; wherein said list of
Contents replaces said Conditional-Content with
relevant information at run-time;

wherein the display of an XSL- Content could
entail the creation of Orders;

wherein the interaction could refer, but is not
limited to: (a) transferring Sessions; (b) notifying
Users that someone wants to communicate; (c) notifying
Sessions that they are on hold, have been accepted to
a Group, please leave a message, sorry I am busy,

please call later and many others;(d) sending
questionnaires; (e) displaying other Contents
according to responses to questionnaires; (f)
displaying Content according to information stored in
the database; (g) process payments.

Claim 8 (currently amended) A method for managing
communications with a Multidimensional Matrix having
objects representing Contents, Sessions, Users, Groups
and their relationships; said method comprising
employing said objects as point of entry to the
Multidimensional Matrix. ~~of organizing objects in~~
~~three distinct sections corresponding to the~~
~~relationships between a list of Sessions and a list of~~
~~Contents or a list of Users and said list of Contents~~
~~(refer to **FIG. 7**);~~
~~wherein said sections are Header/Column,~~
~~Row/Reference, and Row/Column;~~
~~wherein said objects according to their~~
~~embodiment and alignment provide information and can~~
~~be used to trigger actions;~~
~~wherein said Header/Column section further~~
~~comprising of a plurality of Header/Column-n sub-~~
~~sections;~~
~~wherein the embodiment of the objects in said~~
~~sub-section provide information related to Content-n~~
~~and can be used to trigger actions related to Content-~~
~~n, Content-n involving all the Sessions and Content-n~~
~~involving all the Users related to said Sessions;~~
~~wherein said Row/Reference section further~~
~~comprises a plurality of Row-m/Reference sub-sections;~~

wherein the embodiment of objects in this sub-section provide information related to Session-m and can be used to trigger actions related to Session-m and if Session-m is logged in provide information related to the respective User and trigger actions regarding said User;

wherein said Row/Column section further comprising of a plurality of Row-m/Content-n sub-sections;

wherein the embodiment of the objects in this sub-section provide information related to the relationship of Session-m with Content-n and can be used to trigger actions related to that specific relationship and if Session is logged in provide information related to the relationship of User-m with Content-n and can be used to trigger actions related to their respective relationship;

wherein said Row-m/Content-n sub-section is aligned to the respective Row-m/Reference and Header/Content-n sub-sections.

wherein in the case of Users instead of Sessions Objectives could be placed in the three distinct sections in relationship to the Users;

wherein said sections are Header/Column, Row/Reference, and Row/Column; wherein said objects according to their embodiment and alignment provide information and can be used to trigger actions;

wherein said Header/Column section further comprising of a plurality of Header/Column-n sub-sections wherein the embodiment of the objects in said sub-section provide information related to Content-n and can be used to trigger actions related to Content-

n, Content-n involving all the Users and Content-n involving all the Sessions that are open for respective Users;

wherein said Row/Reference section further comprising of a plurality of Row-m/Reference sub-sections;

wherein the embodiments of objects in this sub-section provide information related to User-m and a plurality of Sessions related to User-m and can be used to trigger actions related to said User-m and said Sessions;

wherein said Row/Column section further comprising of a plurality of Row-m/Content-n sub-sections;

wherein the embodiment of the objects in this sub-section provide information related to the relationships of User-m with Content-n and the relationships of a plurality of Sessions related to User-m with Content-n;

wherein said objects in the Row-m/Content-n sub-section can be also used to trigger actions related to their respective relationship;

wherein said Row-m/Content-n sub-sections are aligned to the respective Row-m/Reference and Header/Content-n sub-sections.

Claim 9 (currently amended) A method ~~and a system~~ based on claim ~~8~~ 16 to identify and get information about Sessions, Users connected at the moment and/or in the past;

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wherein the method of organizing Objects comprises applying ~~could be applied~~ to an active or closed Session, or a User and any to all the Contents it has had a relationship with;

wherein said plurality of Row/Content-n subsections link to information related to the relationships of said Session and/or User with each Content;

wherein said plurality of Row/Reference subsections link to all sorts of information related to said Session and/or User;

Claim 10 (currently amended) A method ~~and a system~~ to calculate final Grades comprising using Content based on the value-weight that can be entered for each Content-Child of a Content;

wherein the grade for a specific Question-Content can be set manually or automatically;

wherein the final grade is obtained with the result of a recursive evaluate function that has as parameters the maximum score, the Content and the Session for whom the final grade is calculated;

said function first adds all the value-weights of the ~~Childs~~ Children of the first generation (direct ~~Childs~~ Children) in to a total-value-weight, then for each of said Child Contents checks if it has more ~~Childs~~ Children;

if said Child Content does have more ~~Childs~~ Children the result of a recursive call to the evaluate function is added to the final grade;

said recursive call gets the respective value-weight divided by said total-value-weight and multiply by maximum score as the new maximum score, said Content Child and said Session;

if said Content Child does not have more ~~Childs~~ Children the value-weight divided total-value-weight and multiplied by the score for respective Content and Session is added to the final grade.

wherein instead of Session there are Users;

wherein the grade is calculated base on Sessions related to said Users and a selection criteria for said Sessions in relationship to respective Content based on but not limited to: the Session with the last relationship to the respective Content; the Session with the relationship to respective Content with the best score; the Session with a relationship the respective Content where the response was entered in a specific date range; the Session chosen based on a combination of previous criteria; an average of all Sessions with a relationship to respective Content.

Claim 11 (currently amended) A method ~~and a system~~ to set rules for Users to post ~~any type of~~ messages using Content, <u>said method comprising receiving messages by a</u>

~~wherein a~~ User ~~can receive messages~~ according to the following address structures: x.u.p@server; x.u@server; or x@server;

wherein x, u, p are strings of any length of any characters or numbers not including special characters defined in the configuration file;

wherein x refers to the User-account field for the record of the User receiving the message;

wherein u refers to a unique Content in a specific roll for the User sending the message; and

wherein p refers to an additional Content in the same roll for the User sending the message;

wherein the identity of the receiver is defined by the unique identifier x, and the identity of the sender is defined by the unique "u"or "u"and "p"strings.

wherein in the case of emails and SMTP servers the address structure can be taken literally;

wherein in case of other servers the address structure can not be taken literally: in the case of a voice mail, for example, "x"refers to a phone number/extension, "u"and "p" are gathered through DTMF, by pressing additional keys after respective prompts and the server is the voicemail system itself;

wherein the server receiving the message gathers additional information from the connection, or the message itself;

wherein the identity of the sender could be also established with mentioned additional infomration, like the senders email address or caller id;

wherein a message could be classified in three different ways: as coming from a know User, a not known User or an Invalid identification;

wherein Content-Mailboxes are set to receive messages according to the identity of the sender and receiver, the mentioned three classifications, and the mentioned additional information gathered by the serves;

said Content-Mailboxes hold information on how to handle the message particularly in regards to accepting, or rejecting the message and penalizing the connection by delaying the final termination;

wherein posting messages to said Content-Mailboxes could trigger Events that could be used to notify target User live, and in the case of bidirectional communications he/she could display specific Content to "answer"/establishing a synchronous communication;

wherein Content-Mailbox in specific rolls for a User establish the permissions to see/retrieve or not the message;

wherein by placing a message in a Content-Mailbox that is not accessible to be read or is not read is a way of filtering out messages.

Claim 12 (canceled without prejudice)

Claim 13 (new) The method of Claim 1 additionally comprising displaying the Content.

Claim 14 (new) The method of Claim 13 wherein said displaying comprises building at run time and sending for each party involved in the communication a personalized order that when executed, commands are sent directly or indirectly to the resources available for the respective party that will closest match a desired action.

Claim 15 (new) The method of Claim 2 wherein
parties involved in the communication are either Users
or Sessions; said data is provided by Servers; a
Session-Id is a key used at the server side to group
all the resources connected directly or indirectly to
any server from the same User or computer; said
Sessions are opened every time someone connects for
the first time and closed for good after a timeout
without any connection to any server integrated to the
system; said User is a known individual or a Session
that has established a relationship to the User; when
a Session loges in, the Session belongs to the User;
and wherein virtual User accounts are created for
devices that do not have a relationship to real
People; said opened Sessions are used for synchronous
communications and said Users are used for non-
synchronous communications; and said Groups are groups
of either Users or Sessions; and Contents in
relationship to Sessions, Users and Groups modify
their respective properties; and said Contents in
relationship to other Contents increase their
complexity; and said personalized Orders are documents
produced according to the Sessions, Users, Groups, and
Contents directly or indirectly involved in the
communication and the system configuration; and said
system configuration comprises a Table with
information about what resources can handle what
Display-Options, and a Table of fallback that
indicates in case there is no resource that can handle
selected Display-Option, what Display-Option should be
used next in matching the intended action.

Claim 16 (new) The method of Claim 8 wherein said method additionally comprises organizing objects in distinct sections corresponding to relationships between a list of Sessions and a list of Contents or a list of Users and said list of Contents;

wherein said sections are Header/Column, Row/Reference, and Row/Column;

wherein said objects according to their embodiment and alignment provide information and can be used to trigger actions;

wherein said Header/Column section further comprising a plurality of Header/Column-n sub-sections;

wherein the embodiment of the objects in said Header/Column-n sub-section provide information related to Content-n and can be used to trigger actions related to Content-n, Content-n involving all the Sessions and Content-n involving all the Users related to said Sessions;

wherein said Row/Reference section further comprises a plurality of Row-m/Reference sub-sections;

wherein the embodiment of objects in Row-m/Reference sub-section provide information related to Session-m and can be used to trigger actions related to Session-m and if Session-m is logged in provide information related to the respective User and trigger actions regarding said User;

wherein said Row/Column section further comprising a plurality of Row-m/Content-n sub-sections;

wherein the embodiment of the objects in Row-m/Content-n sub-section provide information related to

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the relationship of Session-m with Content-n and can
be used to trigger actions related to that specific
relationship and if Session is logged in provide
information related to the relationship of User-m with
Content-n and can be used to trigger actions related
to their respective relationship;

wherein said Row-m/Content-n sub-section is
aligned to the respective Row-m/Reference and
Header/Content-n sub-sections;

wherein in the case of Users instead of Sessions
Objectives could be placed in the three distinct
sections in relationship to the Users;

wherein said sections are Header/Column,
Row/Reference, and Row/Column; wherein said objects
according to their embodiment and alignment provide
information and can be used to trigger actions;

wherein said Header/Column section further
comprising a plurality of Header/Column-n sub-sections
wherein the embodiment of the objects in said
Header/Column-n sub-section provide information
related to Content-n and can be used to trigger
actions related to Content-n, Content-n involving all
the Users and Content-n involving all the Sessions
that are open for respective Users;

wherein said Row/Reference section further
comprising a plurality of Row-m/Reference sub-
sections;

wherein the embodiments of objects in the Row-
m/Reference sub-section provide information related to
User-m and a plurality of Sessions related to User-m
and can be used to trigger actions related to said
User-m and said Sessions;

wherein said Row/Column section further comprising a plurality of Row-m/Content-n sub-sections;

wherein the embodiment of the objects in the Row-m/Content-n sub-section provide information related to the relationships of User-m with Content-n and the relationships of a plurality of Sessions related to User-m with Content-n;

wherein said objects in the Row-m/Content-n sub-section are also used to trigger actions related to their respective relationship;

wherein said Row-m/Content-n sub-sections are aligned to the respective Row-m/Reference and Header/Content-n sub-sections.

Claim 17 (new) The method of Claim 11 wherein in the case of emails and SMTP servers the address structure can be taken literally;

wherein in case of other servers the address structure can not be taken literally; and in the case of a voice mail "x" refers to a phone number/extension, "u" and "p" are gathered through DTMF, by pressing additional keys after respective prompts and the server is the voicemail system itself;

wherein the server receiving the message gathers additional information from the connection, or the message itself;

wherein the identity of the sender establishes with mentioned additional information the senders email address or caller id;

wherein a message is classified in three
different ways: as coming from a know User, a not
known User or an Invalid identification;

wherein Content-Mailboxes are set to receive
messages according to the identity of the sender and
receiver, the mentioned three classifications, and the
mentioned additional information gathered by the
serves;

said Content-Mailboxes hold information on how to
handle the message particularly in regards to
accepting, or rejecting the message and penalizing the
connection by delaying the final termination;

wherein posting messages to said Content-
Mailboxes could trigger Events that could be used to
notify target User live, and in the case of
bidirectional communications he/she could display
specific Content to "answer"/establishing a
synchronous communication;

wherein Content-Mailbox in specific rolls for a
User establish the permissions to see/retrieve or not
the message;

wherein by placing a message in a Content-Mailbox
that is not accessible to be read or is not read is a
way of filtering out messages.

Claim 18 (new) A method for users to send and
receive   communications based on Content, said method
comprising   users communicating according to the
following address structures: $x_{(1..n)} \cdot u_{(0..n)} \cdot p_{(0..n)}$
@server, $u_{(0..n)} \cdot p_{(0..n)} \cdot x_{(1..n)}$ @server, $u_{(0..n)} \cdot x_{(1..n)} \cdot p_{(0..n)}$
@server, and wherein x, u, p, '.' and 'server' refer

to Content(s), said address structure allowing the
identification of both the sender and the receiver.

Claim 19 (new) The method of Claim 18
additionally comprising establishing the identity of
the receiver by a unique identifier Content 'x', and
the identity of the sender by the Contents 'u';
wherein Contents 'p' provide additional information.